Now, there are no limits.®

SEGA®

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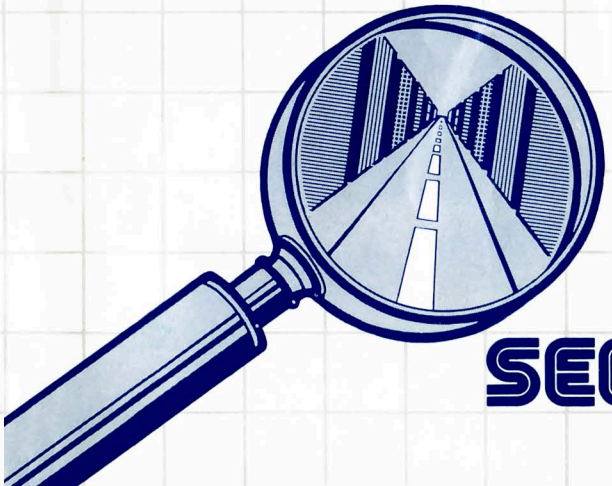
Action Fighter

Take the motorcycle from "Hang On,™" equip it with hi-tech weaponry and give it the ability to transform itself into an aircraft or car — and you've got ACTION FIGHER!

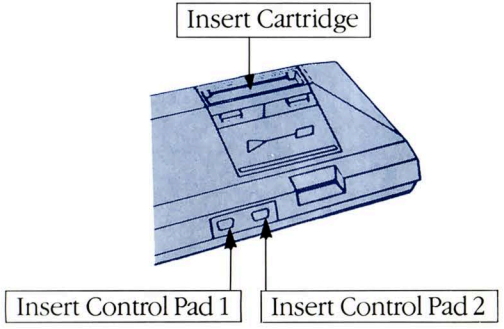


SEGA®

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the ACTION FIGHTER cartridge into the power base (shown below) as described in your SEGA SYSTEM™ manual.
3. Insert a control pad into port 1 on the power base. If two people are to play, insert another control pad into port 2.
4. Turn the power switch ON. If nothing appears on screen, recheck cartridge insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega cards/cartridges.



What's Happening

You are the Super Rider, attempting to carry out five sets of instructions. This is done in five rounds, one set per round.

You will encounter both air and ground battles. Thus, your vehicle can alternately become an aircraft, a car or a motorcycle.

When the game begins, the timer starts counting down from 999. As long as there is time remaining, play can be continued even if your vehicle is repeatedly destroyed. When the time is up, play continues until your reserve supply of vehicles has been depleted.

THE OBJECT OF THE GAME is to carry out as many missions as possible while avoiding enemy fire. These missions entail collecting various items on screen and destroying enemy vehicles. Also, try to increase your score, as this can build up your supply of vehicles.

THE GAME ENDS when the timer runs out and all of your vehicles have been destroyed. The game will also end when you have successfully completed all five rounds/missions.

Your Vehicle

You'll begin the game with a high-performance motorcycle.

Collecting the following four parts will automatically transform your motorcycle into *a car:*

(A) Right front section

(B) Left front section

(C) Right rear section

(D) Left rear section

The resulting car is a twin supercharger equipped with a gun that fires two projectiles simultaneously.

Collecting the following two parts will automatically transform your car into *an airborne vehicle:*

(E) Right turbojet engine

(F) Left turbojet engine

The resulting aircraft is a twin supercharger car made airborne by two turbojet engines.

WHENEVER THESE PARTS APPEAR ON THE ROAD, BE SURE TO PICK THEM UP. To do so, have your vehicle touch them when they appear. Once collected, each part will appear on the right side of the screen.

As soon as the required parts have been collected, the automatic transformation occurs. Thereafter, you can transform back and forth between

motorcyle and car by *simultaneously pressing Buttons 1 and 2* on the control pad, during a *ground battle.* However, once your ground vehicle has transformed into an air vehicle, you will remain airborne until the round ends.

Enemy Vehicles

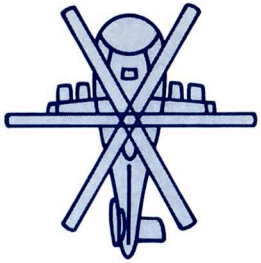
On The Ground

PEE-POO 1000
(Ambulance)
200 points

NEW MASTER
150 points

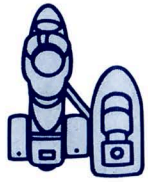
SEGA VIP 9000
500 points

FERDINANDO FX
(High-speed car)
200 points



ROLANT MARK II R
700 points
(Helicopter; attacks your *ground machine* from above; equipped with *ground torpedo)*

HELPER
(Rescue boat)
300 points



COSTERO TWIN
(Sidecar)
350 points

ABBOT TS-5
150 points

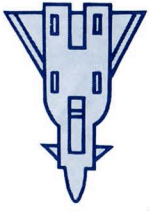
ARK 69
(PT boat)
250 points

CORZA
(Car)
250 points

SCORPION
(Whippet tank)
300 points

In The Air

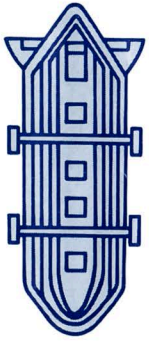
ROLAND MARK II
(Helicopter)
200 points



BACKFIRE A-4
(Jet Fighter)
150 points

HUMAN RIDER
(Man-powered hang glider)
50 points

HAWK LCM
(Guided Missile)
200 points



GASH IV
(Jet Spaceship)
300 points

How To Start The Game

Loaded properly, the title screen will appear when the power base is switched ON.

For a one-player game, press the start button on the control pad plugged into port 1.

For a two-player game, press the start button on the control pad plugged into port 2. Player 1 begins the game first. Each time his vehicle is downed, player 2 takes a turn. Highest score wins.

Name Entry

After selecting a one or two-player game, the name entry screen will appear.

1. Think up a name for your vehicle. (Maximum of eight characters.)
2. Move the arrow to select each character by using the Directional Button.
3. When the arrow arrives at each selected character, enter it by pressing the start button.
4. To correct (delete) a character, bring the arrow to B.S., and press the start button.
5. To put a space between characters, bring the arrow to SKIP, and press the start button.
6. When the final character has been entered, bring the arrow to END, and press the start button.

Mission Briefing

Consider each round as a separate mission. Before you begin each round, your instructions for that particular mission will be displayed on screen. Read them carefully and then press the start button.

Round 1: Destroy the three attack submarines, "CLARKEN."

Round 2: Destroy the six missile tanks, "BAROMET."

Round 3: TOP SECRET.

Round 4: Destroy the six anti-aircraft tanks, "SPHINX."

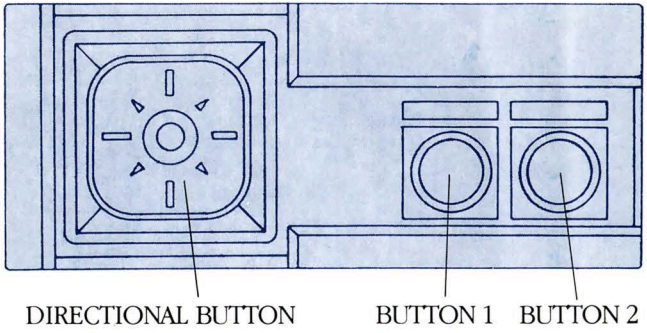
Round 5: TOP SECRET.

Each time you successfully complete a mission, a message will appear on screen. You may now go to the next round.

The game always begins at Round 1.

A greater effort is required with each ensuing round.

Using The Control Pad



THE DIRECTIONAL BUTTON

Apply pressure to the top, bottom, right or left side of this button:

Increase speed ↑

Move left ← → Move right

↓ Decrease speed

BUTTONS 1 AND 2

Buttons 1 and 2 act as *start buttons,* whenever called for in this manual.

They are also used as *fire buttons* for several different weapons, depending on the situation:

Your Postion	Enemy Position	Button	Action
AIR	AIR	2	"Shoot" button, regular missiles.
AIR	GROUND	1	Fires Air-to-Ground missile.*
GROUND	GROUND	2	"Shoot" button, regular missiles.
GROUND	AIR	1	Fires Auto-Missile (can only be used against helicopter. Projectile will automatically hit helicopter.)**

*When you are airborne, and want to fire the Air-to-Ground missile, *first set your sight* on the ground enemy you want to hit, *then* press Button 1.

**An Auto-Missile may be used *only* after docking with the Sega Truck at least two times. (See section that follows.)

To transform your vehicle (after the initial transformation has occurred), simultaneously press Buttons 1 and 2.

The Sega Truck

From time to time, the Sega Truck will appear on the road. By properly connecting or "docking" with this truck, your vehicle will earn extra capabilities.

To connect with the Sega Truck, approach it from behind and make contact with its rear section.

The first docking will give you the ability of firing *two missiles simultaneously,* whenever you press Button 2.

The second and third docking gives the above benefit and also activates your *Auto-Missile.* The Auto-Missile can *only* be used against the helicopter, and it is to be fired from your *ground* vehicle. Press Button 1 to fire.

When your vehicle is destroyed, the number of successful dockings is cancelled, reverting back to zero.

When three dockings have been made, your vehicle will flash and become invincible for 15 seconds.

Power-Up Parts

In the air, five different Power-Up parts appear. Capturing them results in the following:

P (Yellow) . . . . . Earns you missiles.
P (White) . . . . . Enables your craft to move faster.
P (Green) . . . . . Clears the on-screen enemy machines.
P (Brown) . . . . . A motorcycle is added to your reserves.
P (Blue) . . . . . Your vehicle becomes invincible for approximately 20 seconds.

To pick up a Power-up part, simply have your vehicle touch them when they appear.

Crashing

Your vehicle will crash in the following ways:

- Upon contact with the curb.
- Upon contact with an enemy vehicle.
- When hit by enemy fire.
- Upon contact with the helicopter's mine.

Scoring And Bonuses

Points are awarded when enemy vehicles are destroyed. See "Enemy Vehicles" for point values.

Bonus Points are awarded at the end of each round:

Round 1 . . . . . 5,000 points
Round 2 . . . . . 10,000 points
Round 3 . . . . . TOP SECRET
Round 4 . . . . . 100,000 points
Round 5 . . . . . TOP SECRET

A motorcycle is added to your reserves whenever you reach the following points:

10,000...20,000...40,000...80,000...160,000...640,000...1,280,000.

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
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Scorebook

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Hints For Better Gameplay

Learn to use the control pad with speed and agility.

Earn as many points as possible so as to increase your supply of motorcycles.

When driving a car, transform it back into a motorcycle when the road becomes narrow. This will allow you to easily maneuver the small, sharp turns.

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System.™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

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Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

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